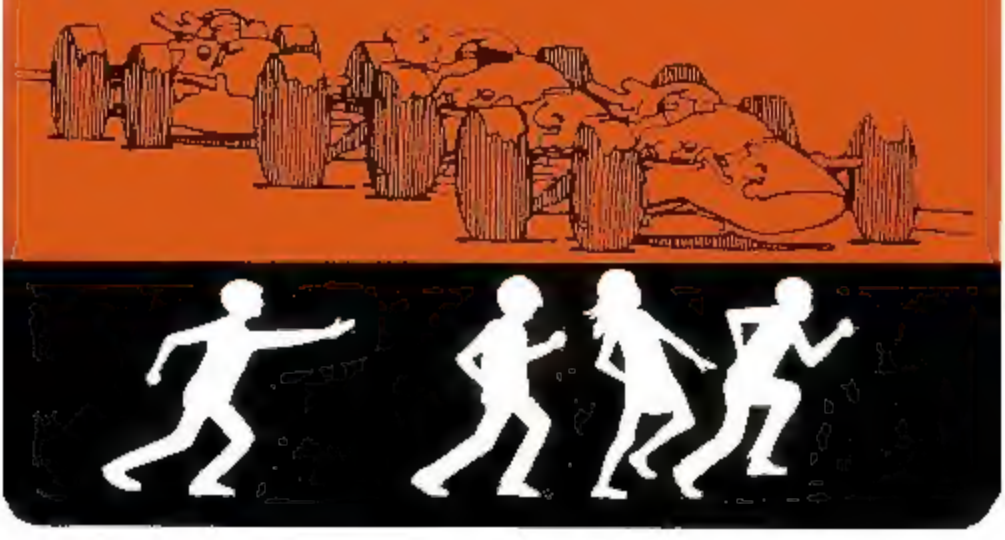
Studio II
Home TV Programmer

TV Arcade Series
Speedway / Tag



Instructions

This Studio II Home TV Programmer cartridge contains two exciting action games for two players.

Cartridge 18V404

RCA

SPEEDWAY

Studio II Speedway is an exciting, competitive racing game for two players.

A racetrack appears on the screen, with two racing "cars", one for each player. Four-way directional control is provided so that each player can maneuver his car around the track. Hitting the wall, or running into the opponent's racer will slow the car down. A clever driver can negotiate clean turns, achieve full speed on the straightaway, and effectively block the opponent from passing.

The Speedway winner is the first car to complete 9 laps. The lap count for both racers is continuously displayed.

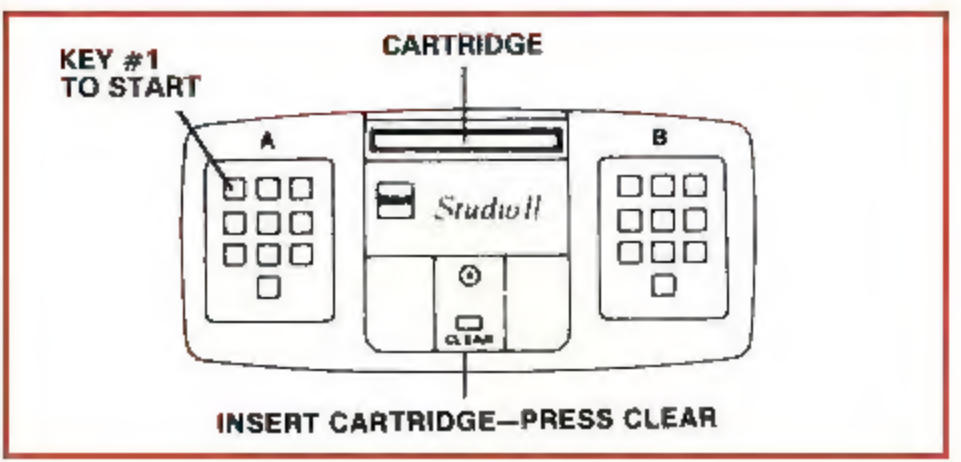


Figure 1

How to Play

1. Insert cartridge in the Studio II console

   Press CLEAR key.

   Press Key 1 on Keyboard A.

   The race will start immediately.

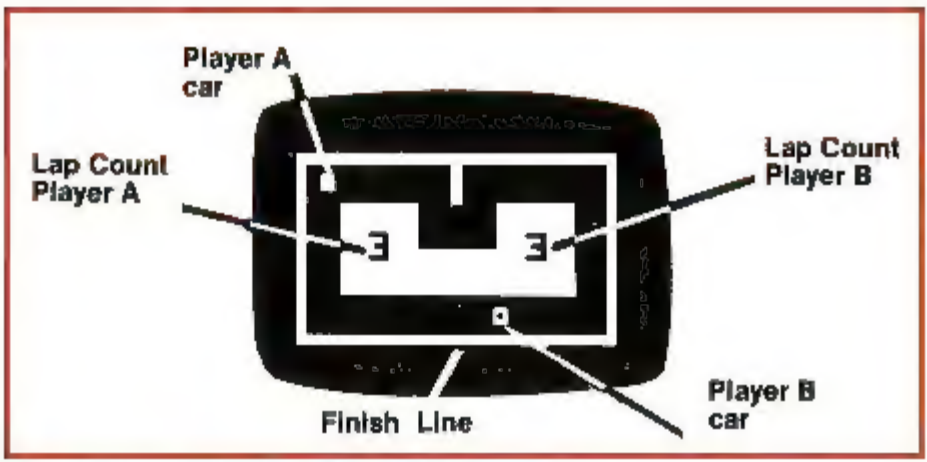


Figure 2 **TYPICAL SPEEDWAY DISPLAY EACH CAR HAS COMPLETED 3 LAPS. PLAYER A's CAR IS LEADING.**

2. The player using keyboard A controls the car with the black spot; the player using keyboard B controls the solid car.

   Car direction is controlled as follows:

   Key 2—Up Key 4—Left

   Key 8—down Key 6—Right

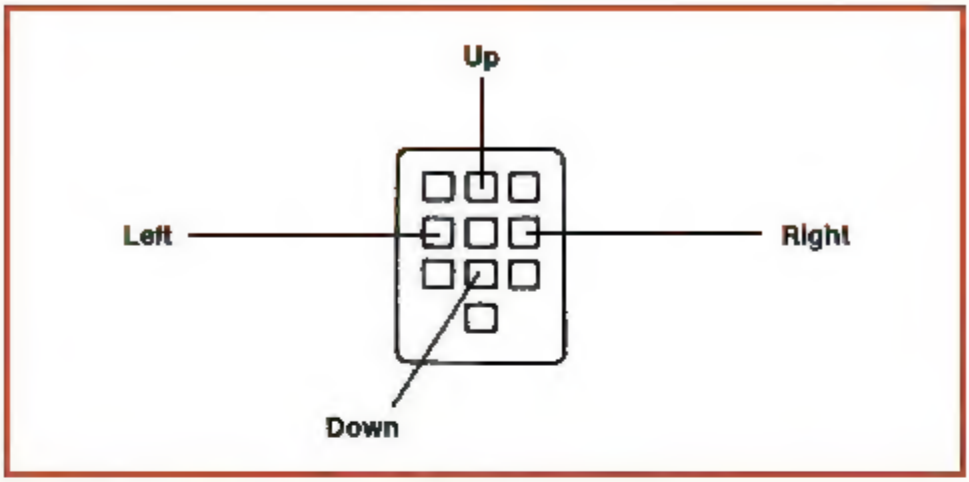


Figure 3 DIRECTION CONTROLS

3. The players maneuver the cars around the racetrack, attempting to avoid hitting the walls or the other car, make clean turns at the corners, and run at full speed along the straightaways. The cars will continue to move in the direction last given.
4. The race is won by the first car to complete 9 laps. The lap count for each car is displayed as shown in Fig. 2.

Speedway Hints

- Try using two hands; one hand for the up-down keys (2 and 8) and one hand for the left-right keys (4 and 6).
- When necessary use your car to block your opponent and prevent his car from passing.
- Before racing for the first time, run the car

around for a few practice laps. With experience, you'll be able to zip around the track, attaining full speed on the straightaways, and make good corner turns, avoiding those collisions against the wall that slow you down.

TAG

Studio II Tag is a fun-filled, two-player chase game that all members of the family will enjoy.

The Studio II keyboards provide 4-way control so each player can maneuver his tag "spot". The players alternately chase each other, with 10 points scored for each tag.

The players must pay close attention, because if no tag is made after about 10 seconds, (and after each tag) the player who is "it" changes, and the chaser becomes the runner. Only the chaser can score.

You can fool your opponent by running off one side of the screen and appearing on the opposite side. The computer won't let you stop and hide though—you must keep moving.

The winner in Tag is the player who is ahead at the

end of two minutes—or the first to reach 300 points.

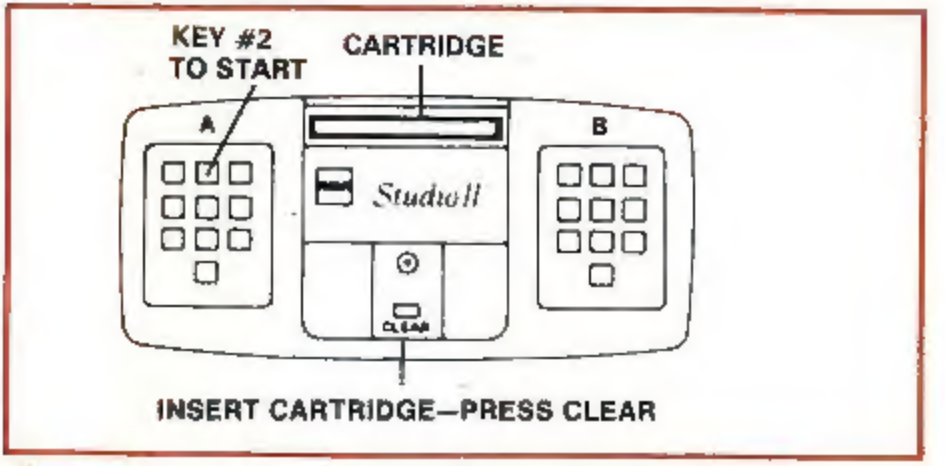


Figure 1

Insert cartridge in the Studio II Console.

Press CLEAR key.

Press Key 2 on Keyboard A.

The two tag spots will appear on the screen, as shown in Figure 2.

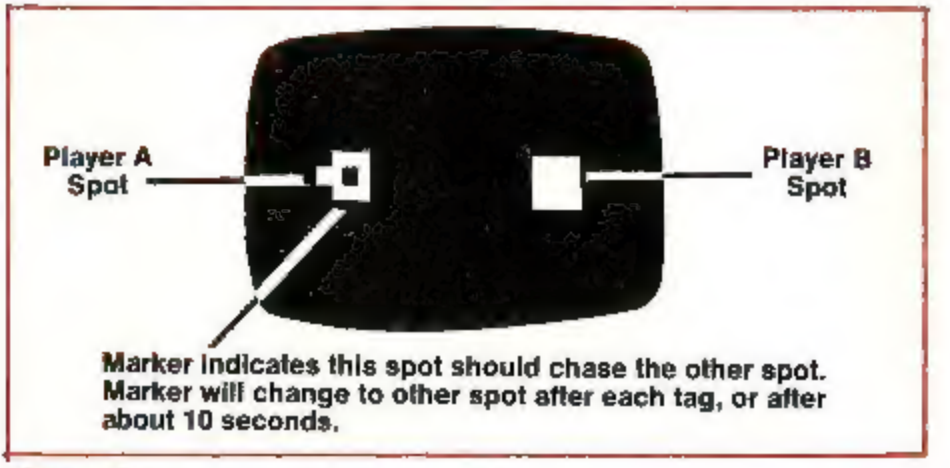


Figure 2

How to Play

- Player using keyboard A controls the spot shaped like this ▟
- Player using keyboard B controls the spot shaped like this ■
- Both players use keys 2 (up) and 8 (down), and 4 (left) and 6 (right) to move the spots. These keys are marked with directional arrows on the keyboard.

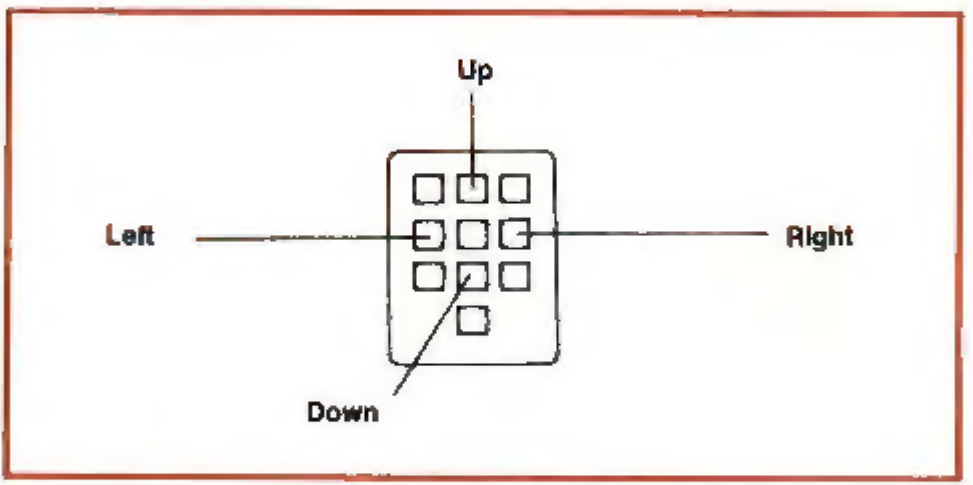


Figure 3 DIRECTION CONTROLS

- One spot will have a black marker in the center, indicating it is the chaser. The spot without the marker is the runner. The spot will change after each tag, or after about 10 seconds if no tag is made.
- The chaser (spot with black mark) must chase the other spot, or runner, trying to tag the other spot.

- The runner (spot without black mark) must run away from the other spot, trying to avoid being tagged.
- After each tag, the screen will clear, the scores for both players will be displayed, and the spots will return to their original positions. The chaser will become the runner.
- The game is over after two minutes, or when one player gets 300 points.

Note: *If the metal contact strips on the cartridge become dirty or discolored, this could affect the cartridge operation. These strips can be cleaned easily by gently rubbing them with a pencil eraser. Remove eraser residue before inserting cartridge.*

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